

Abstract

An educational game with a hide and seek game software, and a message entry and display method. The hide and seek game software has a hide character, a seek character, a setup function, a hide function, and a seek function. The functions display a central area where the hide and seek action takes place and a surrounding area. The surrounding area is used for the placement of game selection/control actions and as a space for messages. The message space is used
5 for messages that may be commercial, school and community events, cultivating good habit messages, and personal messages from friends and relatives. In the central area there is a landscape with features that is used for hiding by the hide character. The landscape is a visual representation of the features of a variety of real and imaginary landscapes. The message entry and display method allows
10 entry of messages and display of those message to the game players based on age, gender and geographic location.

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